

## Solo-scenario for "Tortuga 2199": "Chasing the Glory".

For this solo-scenario, you'll be using core game rules, with the following several exceptions:

- Set up the game as you would for 4 players, however use a set of cards and a miniature for one player only.
- You're playing solo (against the "ringer").
- Each time you shuffle the deck, remove one Hunt token and one Sector control token of your choice from the board. Put those tokens aside, but don't reveal the Hunt token, unless it was explored already. All the tokens set aside count as the ringer's Influence points.
- When performing the Capture hunted creature action, you don't gain an Influence point.
- You may not conquer sectors or use their abilities, unless there's a Sector control token in it.
- The ringer cannot conquer sectors under your control.
- If there's no Hunt tokens or Sector control tokens on the board remaining, only remove the token which is remaining.
- If there's neither Hunt tokens nor Sector control tokens remaining on the board, the game is over (you can still finish your final turn).
- At the end of the game count your Influence points following general rules, but add the Influence points total for the Hunt cards in your deck (as if you would perform the Redeem hunted creature card action for those).
- Then, count the ringer's Influence points total by adding all the Influence values on Hunt tokens set aside and on Sector control tokens set aside.

If at the end of the game you have more Influence points than the ringer, you win! If your results are equal or you have less Influence points, play again with additional Sailor and Hacker cards (one of each) in your starting deck.